

Advanced Coding + Game Development with unity®

Game development builds STEAM skills and addresses many of the syllabus outcomes in the Technology Mandatory, IST, Industrial Technology Multimedia, iSTEM, IPT and SDD. This includes coding, design and multimedia, problem solving, user interface development, creating and debugging algorithms through to compiling and deploying applications.

ADVANCED
HANDS-ON
WORKSHOP

Presented By
GAME TRAINING

RESERVE A SEAT

Venue: NBSC Manly Campus

138 Abbott Road
North Curl Curl 2099

Date: April 9th, 2019
9:00am - 3:30pm

Cost: *\$350 - lunch and afternoon
tea provided

Bookings:

www.gametraining.com.au/events

This course has been designed for intermediate and experienced programmers and covers a lot more than just coding:

- Learn to write code and create commercial quality games using Unity® (www.unity3d.com) - the most popular game development engine.
- Learn advanced techniques for editing virtual worlds with characters, and AI vehicles to explore the world.
- Write code in C# to create Scriptable Objects, conditional statements, loops, coroutines, multiple types of functions, detect collisions, create spawn points and manipulate physics.
- Experiment with Raycasting and Navmesh Artificial Intelligence to create your own AI Bots and AI with animated characters to chase the

player, react based on distance from the player and navigate complex environments without bumping into walls.

- Plus ... user interface design, title screens, custom fonts, buttons, scene fade in/out, and much more.

Teachers will return to the classroom able to create multi-discipline activities resulting in commercial quality student projects.

Targeted concepts are Computational and Algorithmic thinking, Project Based Learning, Design Thinking, and Integrated Learning.

Please view the booking page for additional information and Unity installation instructions.

Please send any questions or Unity installation support emails to: team@gametraining.com.au



Completing the Coding + Game Development with Unity3D course will contribute 6 hours of NSW Education Standards Authority (NESA) Registered PD addressing 3.3.2, 3.4.2, 6.2.2, 6.4.2 from the Australian Professional Standards for Teachers towards maintaining Proficient Teacher Accreditation in NSW.

*GST and an Eventbrite booking fee will be added at checkout.